Analog Fighting Game

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AFG is a game for at least 2 players. Each player controls a CHALLENGER, raising through the brackets of a martial arts tournament.

One of the players is the GAUNTLET MASTER (GM). They are tasked with coming up with the reason for the tournament to be fought, be it a simple thing or a convoluted plot, along with the other players. The GM is also responsible for coming up and playing the CHALLENGERS that the players will fight.

The game is played using a single deck of cards with no Jokers.

Playing the game

Combat is divided into TURNS and ROUNDS. They start each round with 20 Hit Points (HP). When a CHALLENGER reaches 0 HP, they lose a ROUND. All HP is healed at the beginning of each ROUND.

Whoever wins 2 ROUNDS first, wins the combat and raises in the bracket to fight another challenger.

Fights are usually 1 on 1, with the other players either taking a step back until it is their specific fight, but it can be fought 2 against 1, 2 vs 2 or even 2 vs more.

CHALLENGERS use the same deck of cards. At the beginning of a TURN, each of them shuffle the deck and draw 5 cards. Then, each one puts 5 cards face down on the table in the order they want to use them.

After that is done, the TURN starts and each player reveals each of their cards in order. The number on the cards determines their TYPE OF ATTACK. Cards from 2 to 10 are normal attacks. They can be one of 3 types: rush, zone or grapple. The Jack, Queen and King are advanced moves and represent, specifically, guard, counter and specials. For last, the ace represents an ultimate attack.

Each type of normal attack deals 2 damage and wins against the other in a rock, paper, scissors way, being:

Rush wins against zone

Zone wins against grapple

Grapple wins against rush.

Whoever has the winning card can start a COMBO, which means they will use all their cards until the end of the turn if they are in an ascending, descending, odds or even sequence. The other player must discard their cards unless they have a counter or an ultimate.

If the cards are of the same type, each player takes 1 damage.

Each type of advanced move has a specific use and effect.

A guard defends against an attack EXCEPT specials and ultimates. It can't be used against a combo that is already in motion.

A counter stops a combo and starts a combo of its own. It can't be placed as the first card and it only counters the card in the same position it is. It doesn't counter guard cards.

A special deals 3 damage and wins against all other cards EXCEPT ultimates and specials of the opposite type. The player that uses it interrupts their own combo.

Ultimates deals 5 damage and, besides winning against every single card except, have specific effects depending on the character's ARCHETYPE. Ultimates have types like normal attacks but they are only applied for other ultimates or specific effects.

Character Select

At the beginning of the game, players need to create their CHALLENGER.

They must give it a name, choose an ARCHETYPE and then describe their appearance and motivations for joining the tournament.

Vagabond
Balanced fighters who do a little of everything.

2,3,4 Rush

5,6,7 Zone

8,9,10 Grapple

Special - Zone

Ultimate - Rush - After you draw the cards for the next turn, choose one suit. You can use one of any cards of that suit in the next turn to win against any opposite normal card or advanced moves, except ultimates.

Striker
Close and personal fighters who leave no quarter for their enemies.

2,3,4,5,6 Rush

7,8 Zone

9,10 Grapple

Special - Rush

Ultimate - Grapple - For the next turn, turn all your rush cards into counter cards, except the first one placed on the table.

Bruxa
Magic or tech user who attacks from afar and keeps things that way.

2,3 Rush

4,5 Grapple

6,7,8,9,10 Zone

Special - Zone

Ultimate - Grapple - For the next turn, you are not hit by any card that isn’t a zone card, even if it wins against yours, including specials and ultimates.

Goliath
Wrestlers who aim to grab their opponents for devastating blows

2,3 Zone

4,5,6,7,8 Grapple

9,10 Rush

Special - Grapple

Ultimate - Rush - For the next turn, any card that isn’t a zone card loses automatically, except ultimates.

Shifter
Fighter who changes stances to fit almost any scenario

2,3,4 Rush

5.6.7 Grapple

8,9,10 Zone

Special - Rush

Ultimate - Zone - For the next turn, you can choose to change any of your cards types to their opposite (rush becomes grapple, grapple becomes zone, zone becomes rush). The type must be announced before any cards are drawn.

Maquiavelo
They control something or someone else to do their dirty work

2,3,4,5,6 Zone

7,8,9 Rush

10 Grapple

Special - Zone

Ultimate - Grapple - For the next turn, draw 3 more cards and announce a suit of cards to be your puppet. Another 3 cards can be placed down the table, adjacent to the 5 ones. If they are the chosen suit, they deal damage alongside your damage combo.

Mischief
Fights dirty by placing traps to trick enemies.

2,4,6,8,10 Zone

3 Rush

5,7,9 Grapple

Special - Rush

Ultimate - Zone - For the next turn, choose even or odd before drawing cards. Every card of that type is a trap and if it loses against the opponent, the enemy takes damage instead, even in combos (as in, the card is in the same position of the opponents)

Wave
Fighters who take their time to strike and counter attacks

2,3 Zone

4,6,8,10 Grapple

5,7,9 Rush

Special - Zone

Ultimate - Rush - For the next turn, choose two suits. All those cards are now treated as counters, even guards, specials or ultimates.

Ravager
Unstoppable and vicious fighters who fight through the pain

2,3,4,5 Rush

6,7,8,9 Grapple

10 Zone

Special - Grapple

Ultimate - Rush - For the next turn, can't be subjected to combos, but still take damage from attacks.

Extra rules

The Tournament

The GM can choose as many CHALLENGERS to be fought in the tournament as they want, but the default is fighting a CHALLENGER of each ARCHETYPE, starting at any point of the list and going downwards until only one archetype is left. That is the Boss.

The Boss has 30 (HP), their normal attacks deal 3 damage, their specials deal 4 damage and their ultimates deal 7 damage.

When the Boss is defeated, the player wins the tournament and achieves the goal they had when they first joined. Or part of it, maybe the full answer is in the next tournament…

Role Playing

For an extra flair, at the beginning of every fight the players and GM can do an intro in character, considering what the other CHALLENGER is to each other. What is their relationship? What do they admire about the other CHALLENGER? What do they belittle them about? Are they bitter enemies or just obstacles to their goal? Are they rivals or friends who need to reluctantly fight to achieve what they desire? Go wild, the tournament is reason enough to fight, but some more drama is never a bad option.

Calling the name of your special and ultimate before using them is not highly recommended but, arguably, quite essential for the full experience.